



# Pathfinder Society Scenario #8-19: Tracherous Waves

Character Chronicle #

006

Core Campaign

Scott

A.K.A.

Eyopeus

14034 56

Derh. Achiev

Player Name

Character Name

Pathfinder Society #

Faction

This Chronicle sheet grants access to the following:

**Savior of the Reef:** You marshaled a sizable group to combat the toxic algae blooms in a major coral reef outside of Vialesk, saving the reef from destruction. As a token of her gratitude, Zahra gave you a tonic to protect you against poisons that you face in your journeys. After rolling a saving throw against poison but before the results are revealed, you may cross this boon off your Chronicle sheet to gain a +5 alchemical bonus on the saving throw, as if you had consumed an antitoxin.

**Water Affinity:** Your connection to elemental water has grown stronger over the course of your recent adventures. This boon has no mechanical effect on its own, but it may interact with other boons or play a role in future adventures—especially those set on the Elemental Planes.

## IRONFLAME GRENADE

PRICE  
250 gp

WEIGHT 1 lb.

This hollow tin ball holds several metallic powders, crystals of compressed air, and explosives. When ignited, it creates an alchemical fire that can burn underwater or even in a vacuum. Lighting the fuse is a move action, and throwing it functions as throwing a splash weapon. The grenade explodes 1d3 rounds after it is thrown, dealing 1d6 points of bludgeoning

damage and 2d6 points of fire damage to creatures in a 10-foot-radius burst (Reflex DC 15 half). The area within the blast radius burns for an additional 1d4 rounds, dealing 2d6 fire damage to each creature and object that ends its turn in the flames (Reflex DC 15 half). An effect that would deal at least 5 points of cold damage extinguishes the flames in one square; covering the flames or dousing them with water has no effect. Crafting an ironflame grenade requires a successful DC 25 Craft (alchemy) check.

### All Subtiers

- +1 elf bane ammunition (166 gp; limit 6)
- +1 human bane ammunition (166 gp; limit 6)
- bottle of messages (300 gp; *Pathfinder RPG Ultimate Equipment* 284)
- bottled lightning (40 gp; *Ultimate Equipment* 106)
- cloak of resistance +1 (1,000 gp)
- eyes of the eagle (2,500 gp)
- ironflame grenade (250 gp; limit 4)
- potion of air breathing (750 gp; *Pathfinder RPG Monster Codex* 189)
- potion of cure moderate wounds (300 gp)
- wand of air breathing (3 charges; 675 gp, limit 1; *Monster Codex* 189)

### Subtier 6-7

- +1 elf bane ammunition (166 gp; limit 10)
- +1 human bane ammunition (166 gp; limit 10)
- ironflame grenade (250 gp; limit 4)
- potion of lesser restoration (300 gp)
- ring of protection +1 (2,000 gp)
- wand of cure moderate wounds (11 charges; 990 gp, limit 1)

wand air breathing 675  
3 charges  
SPLOT = 90  
3 x Ironflame Grenades = 750

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input checked="" type="checkbox"/> Normal
	3-4	632	1,263
	Out of Subtier	1,135	2,270
EXPERIENCE	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	6-7	1,638	3,276
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FAME	11 Starting XP		
	1 XP Gained (GM ONLY)		
	12 Final XP Total		
GOLD	12		16
	Initial Prestige		Initial Fame
	2 Prestige Gained (GM ONLY)		
Prestige Spent			
14		18	
Current Prestige		Final Fame	
479 Starting GP			
1263 GP Gained (GM ONLY)			
1065 Day Job (GM ONLY)			
1515 Gold Spent			
232 Total			

For GM Only

Pandemonium

EVENT

EVENT CODE

June, 11

DATE

2017

William M...  
Game Master's Signature

Game Master's Signature

5972A

GM Pathfinder Society #